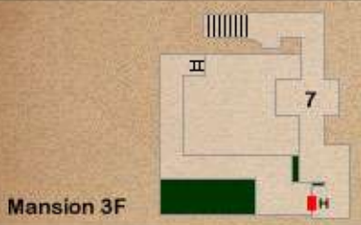
Resident Evil™

GameFAQs

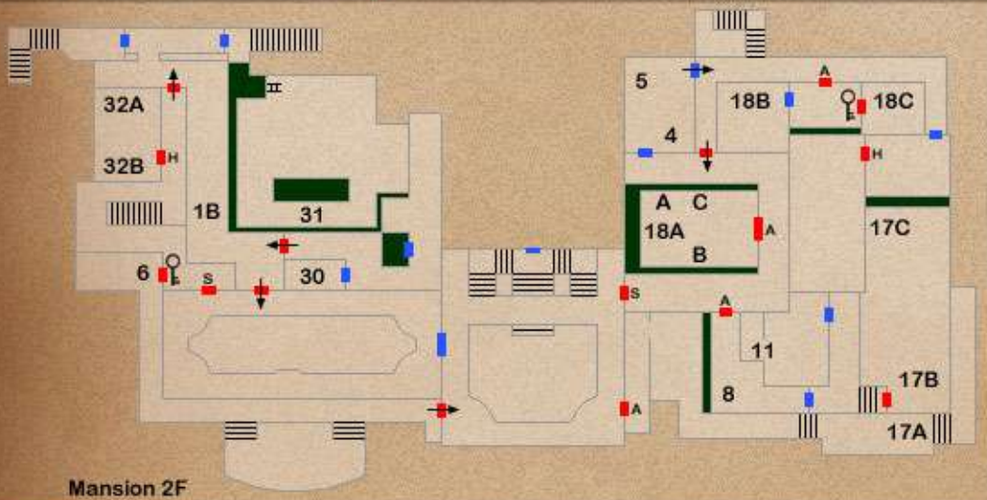
Created for GameFAQs
by Mr_Big_Boss
Speed route designed
to be used alongside
my other maps:
Courtyard, Residence, Lab



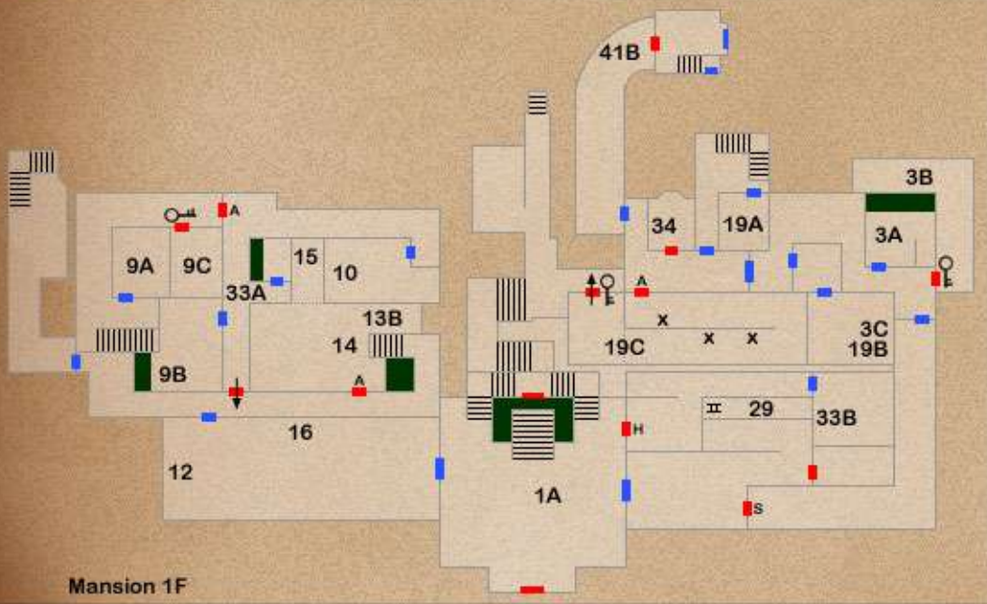
Mansion 3F

Legend

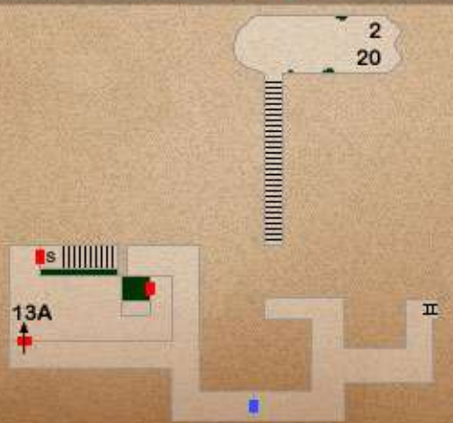
- unlocked door
- locked door
- A Armor key lock
- S Sword key lock
- H Helmet key lock
- Old key/lockpick lock
- only opens in this direction



Mansion 2F



Mansion 1F



Mansion B1

Key item

7. Armor Key

1B. Arrow/Arrowhead
4. Dog Whistle
5. (Jill) Lighter
6. Collar/Coin/Imitation Key
8. Richard
11. Music Notes 1
17A. (Jill) Grenade Launcher (optional)
17B. (Jill) Assault Shotgun (optional)
17C. Death Mask
18A. Jewelry Box/Death Mask
18B. (Chris) Old Key
18C. Wind Crest (optional)

30. Battery
31. Blue Book/Wolf Medal
32A. Yellow Gem (optional)
32B. Red Gem

1A. (Chris) Handgun (optional)
3A. (Chris) Old Key
3B. Herbicide
3C. (Jill) Shotgun
9A. Serum (optional)
9B. (Chris) Old Key
9C. (Chris) Broken Shotgun (optional)
10. Death Mask
12. Wood Emblem
13B. Music Notes 2
14. Piano/Moonlight Sonata
15. Gold Emblem
16. Shield Key
19A. (Chris) Old Key
19B. (Chris) Shotgun
19C. Death Mask

29. Red Book/Eagle Medal
33A. MO Disk
33B. Jewelry Box/Broach/Emblem Key
34. Metal Object
41B. Retrieve Stone & Metal Object

2. Book of Curse/Sword Key
13A. (Chris) Old Key
20. Stone & Metal Object

Prerequisite

Sword Key
Sword Key
Dog Whistle
Armor Key
Lighter
Armor Key
Save Richard
Shield Key
Armor Key
Armor Key
Old Key/Lockpick

Helmet Key
Kill Yawn
Helmet Key
Helmet Key

Old Key/Lockpick
Jill Sandwich
Talk to Richard
Armor Key
Old Key/Lockpick
Herbicide

Armor Key
Music Notes 1 & 2
Wood Emblem/Piano
Gold Emblem
Sword Key
Broken Shotgun
Armor Key - puzzle solution
push statues A, B, then C

Helmet Key
Yellow Gem
Helmet Key
Emblem Key

Arrowhead
Sword Key
4 Death Masks
Kill Crimson Head

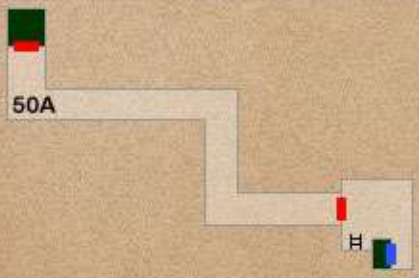
Resident Evil™

Heliport

Legend
- unlocked door
- locked door

Key item	Prerequisite
50B. Flares	Fuse

Lab B1

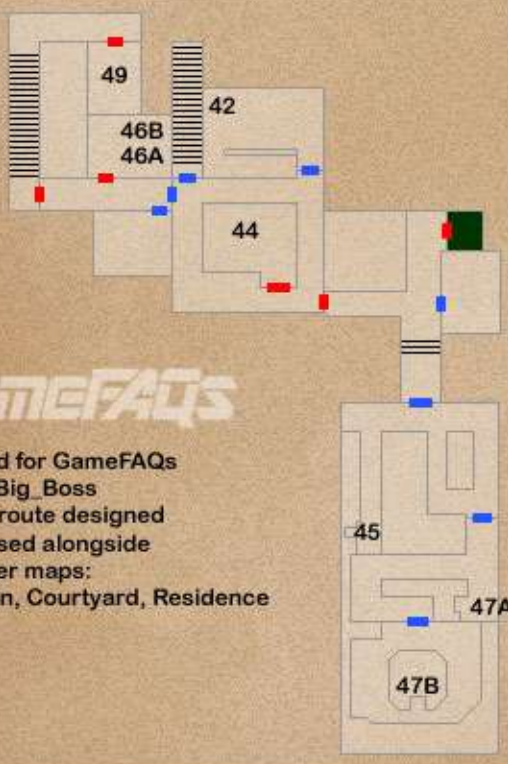


Key item	Prerequisite
50A. Fuse	Kill Tyrant

Lab B2

Key item	Prerequisite
43A. MO Disk (optional)	
43B. MO Disk (optional)	Computer code 8462
43C. Security Panel	Security Panel
43D. Lab Key	

Lab B3



Key item	Prerequisite
42. Computer	user: JOHN password: ADA B2 room code: CELL
44. MO Disk Reader (optional)	MO Disk
45. Fuel Capsule	Lab Key
46A. MO Disk Reader (optional)	MO Disk
46B. Refueling station	Fuel Capsule
47A. MO Disk Reader (optional)	MO Disk
47B. Elevator Power	Fuel
49. Imprisoned comrade (optional)	3 MO Disk Reader codes

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Lab B4

Key item	Prerequisite
48A. Electronic Lock Release	Kill Tyrant
48B. Master Key (Bad Ending)	Bad Ending (Barry/Rebecca have already died)

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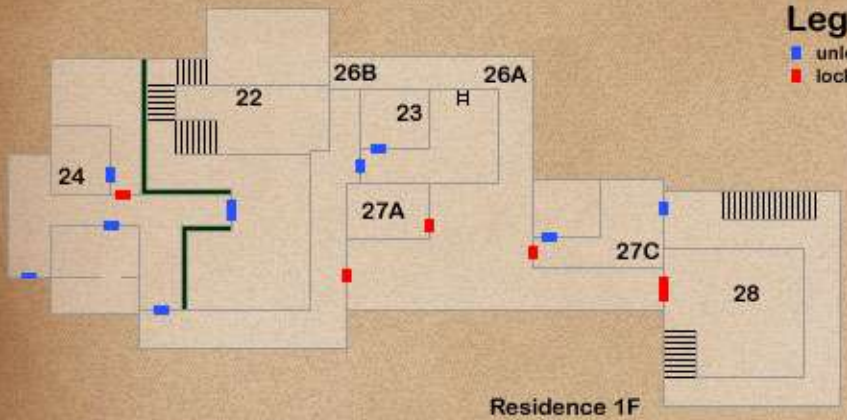
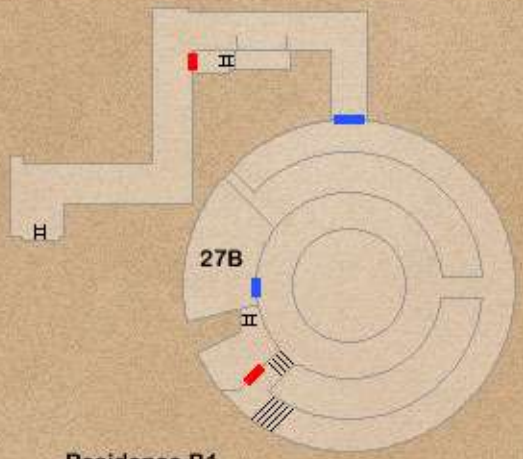


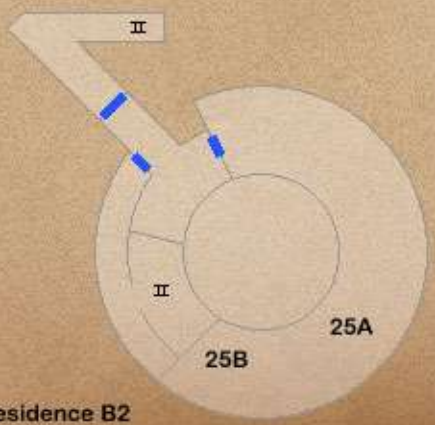
Residence 1F

Key item	Prerequisite
22. Red Book	
23. 001 Key	
24. Control Room Key	001 Key
26A. Insecticide	Gallery Key
26B. 003 Key	Insecticide
27A. V-Jolt (optional)	Gallery Key
27C. Red Book Puzzle	Red Book puzzle solution: switch books 1&4, 2&6, 3&7
28. Helmet Key	Kill Plant 42



Residence B1

27B. Plant 42 Roots (optional)	V-Jolt



Residence B2

25A. (Chris) Assault Rifle	Save Richard
25B. Gallery Key	Kill Neptune

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Legend
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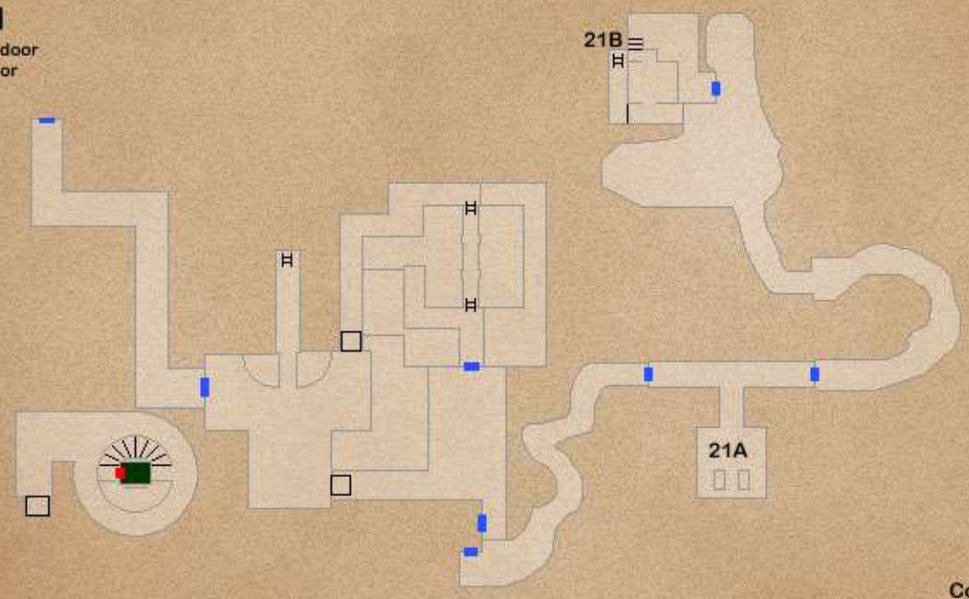
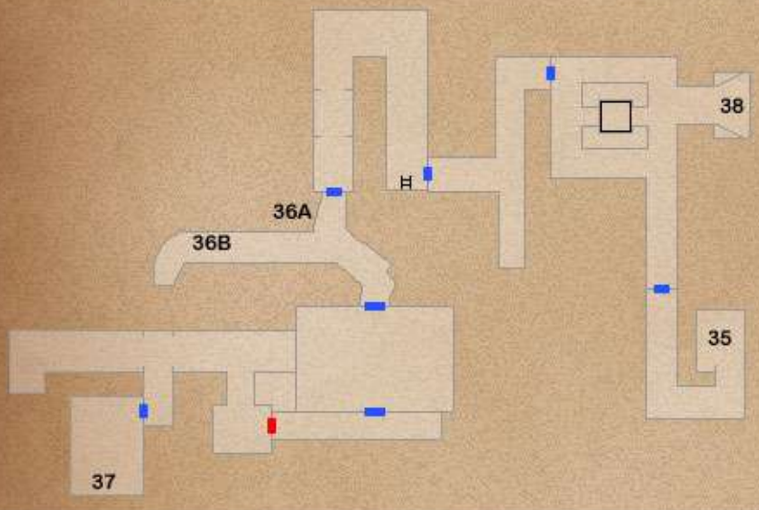
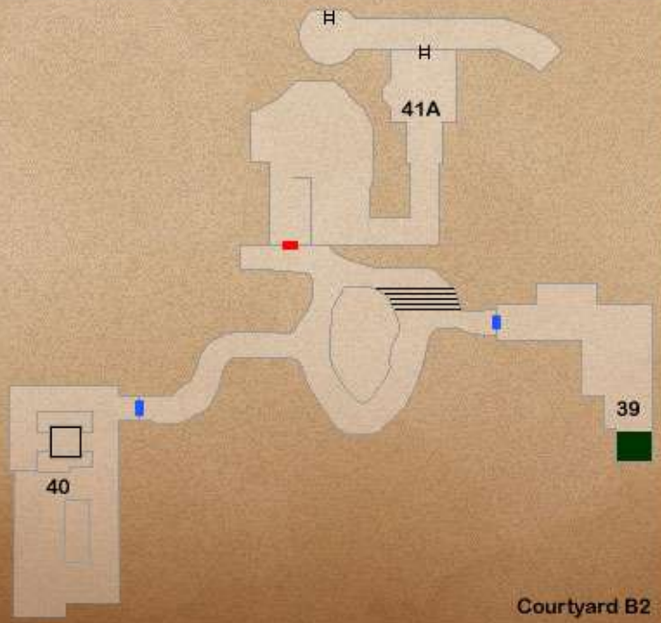
- locked door



Courtyard 1F



Courtyard B1



Courtyard B2

Key item	Prerequisite
21A. Magnum (optional)	Wind Crest
21B. Square Crank	
35. Hex Crank	Battery
36A. (Chris) Flamethrower	
36B. Boulder	Indiana Jones Fedora
37. Cylinder	Hex Crank
38. Cylinder Shaft	Cylinder
39. Crate	Cylinder Shaft
40. Broken Flamethrower	Crate
41A. Stone Ring	Broken Flamethrower